

1/15

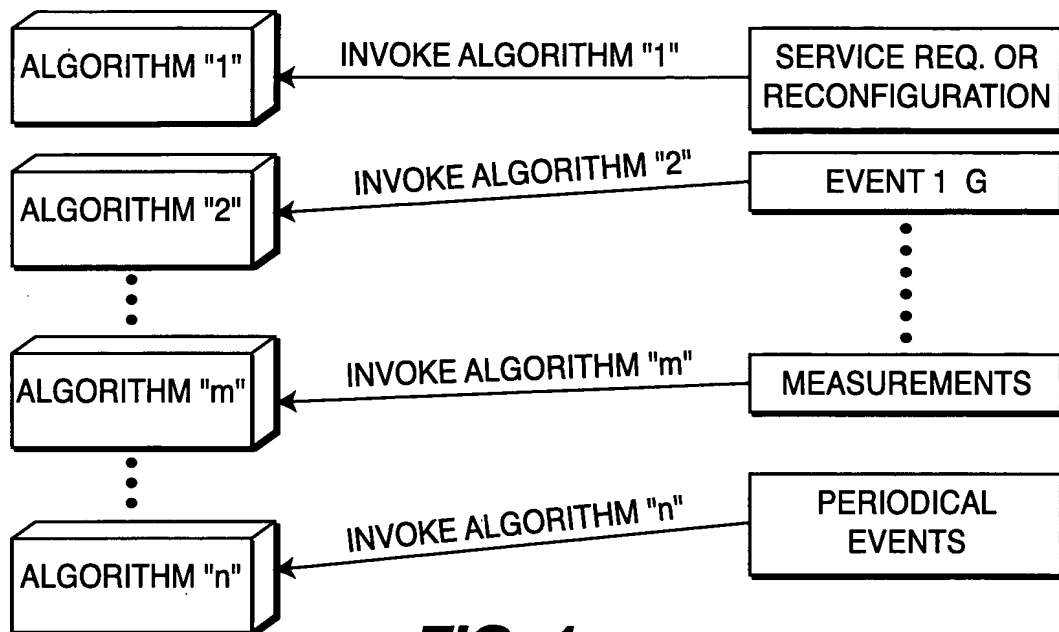


FIG. 1
PRIOR ART

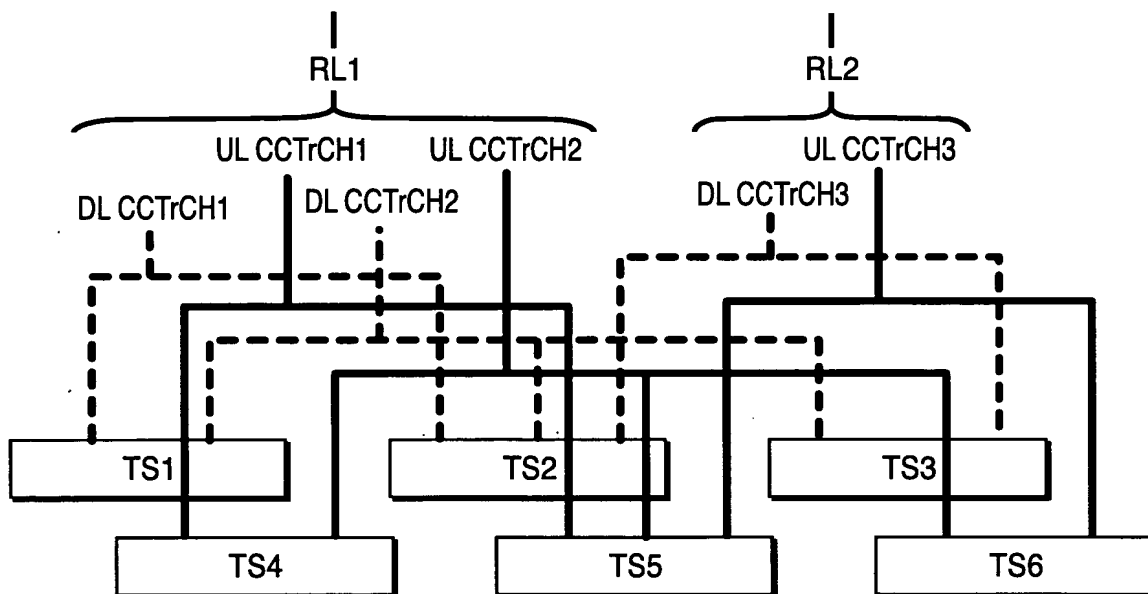


FIG. 8

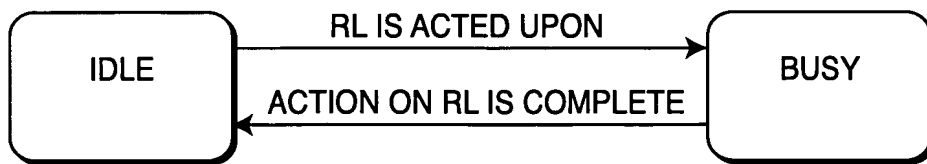


FIG. 11

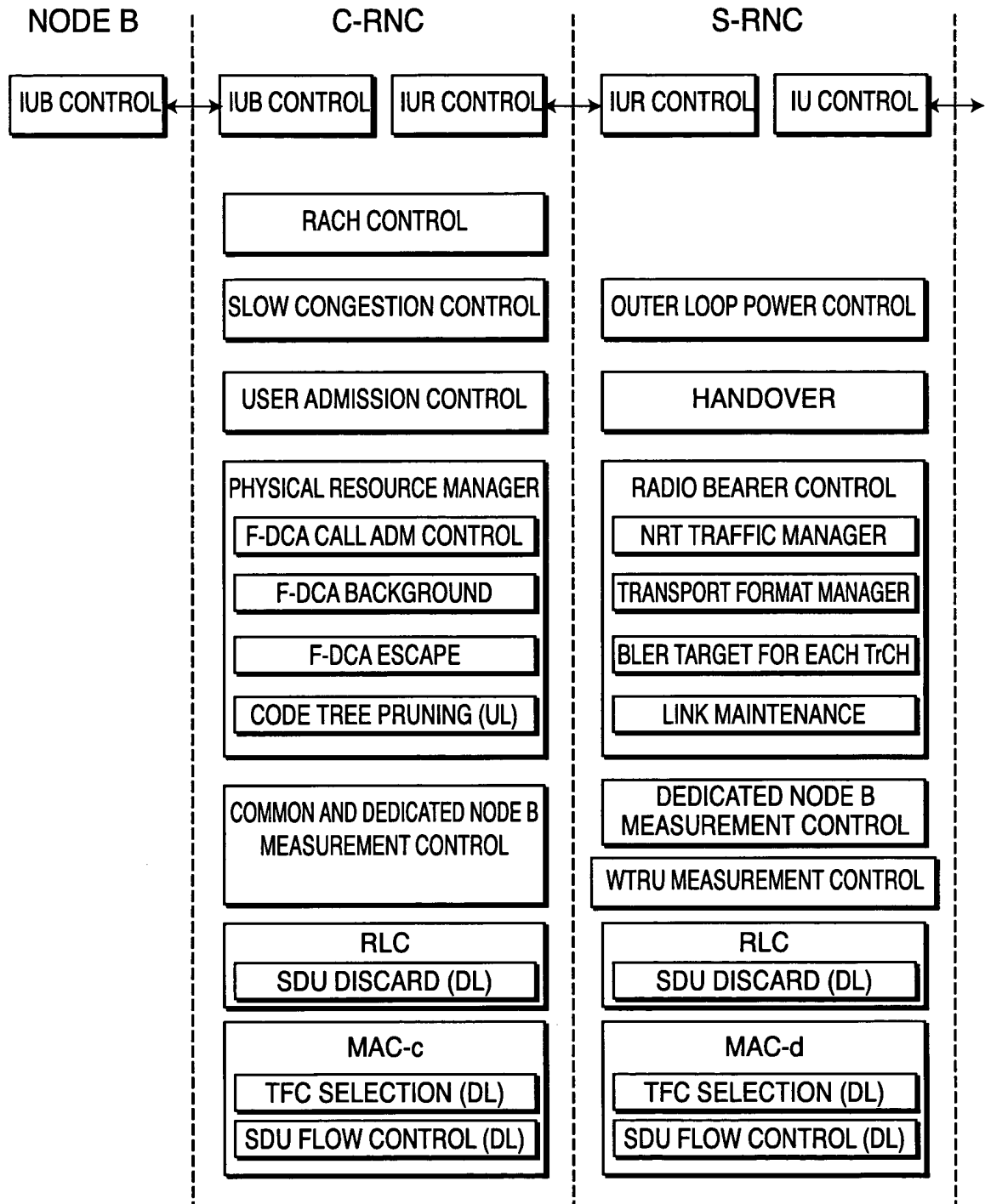


FIG. 2
PRIOR ART

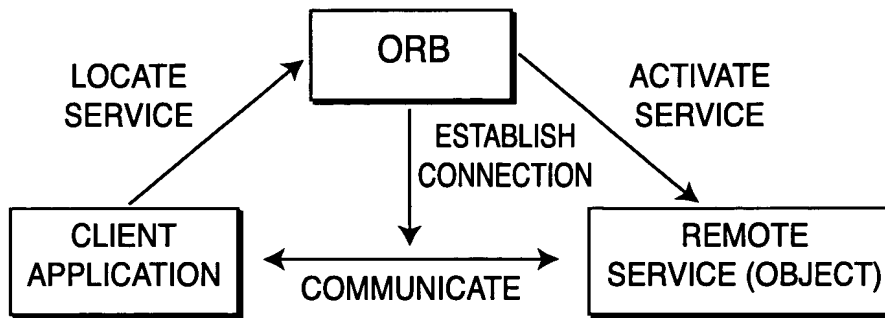
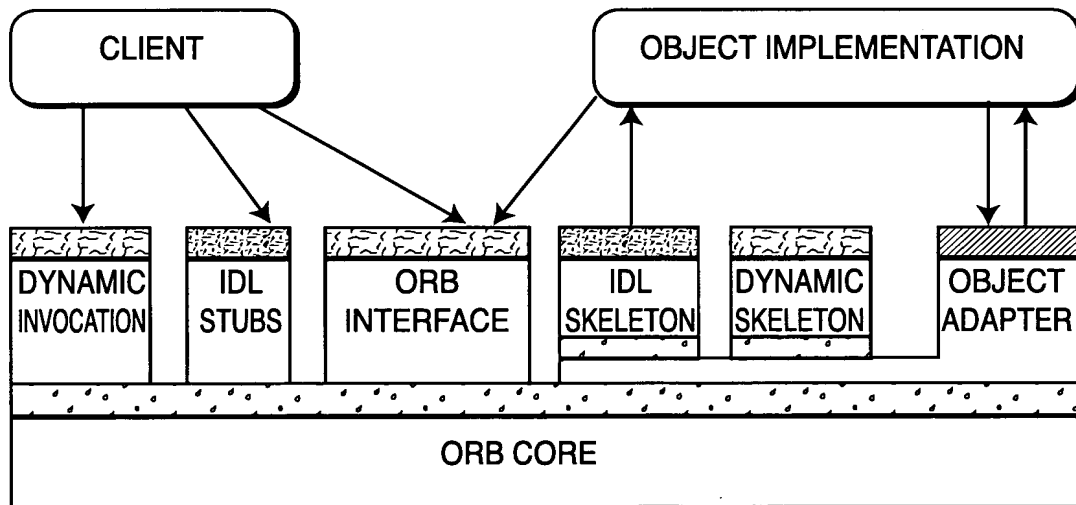


FIG. 3
PRIOR ART







-  INTERFACE IDENTICAL FOR ALL ORB IMPLEMENTATIONS
-  THERE MAY BE MULTIPLE OBJECT ADAPTERS
-  STUBS AND SKELETONS FOR EACH OBJECT TYPE
-  ORB DEPENDENT INTERFACE

FIG. 4
PRIOR ART

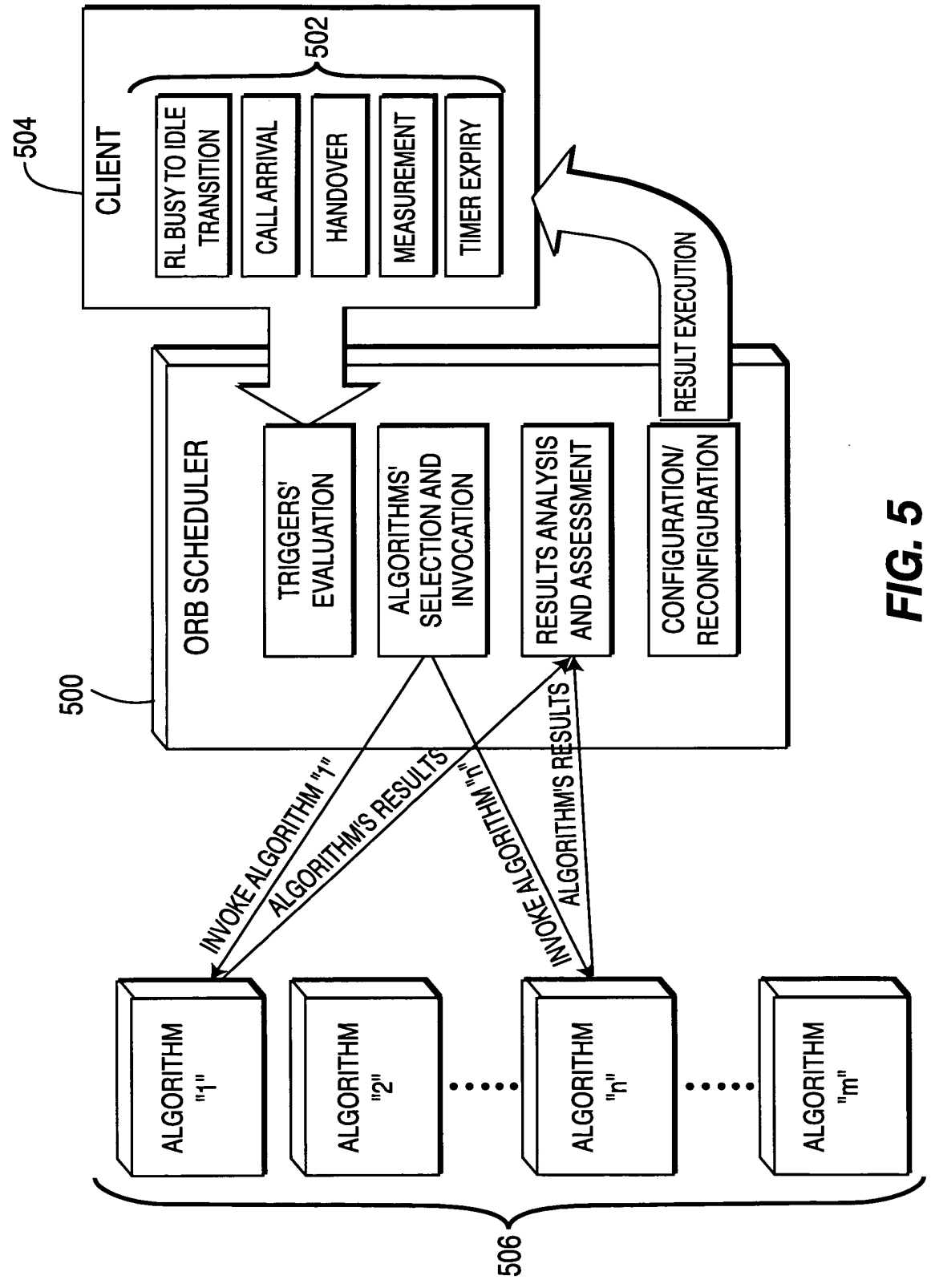


FIG. 5



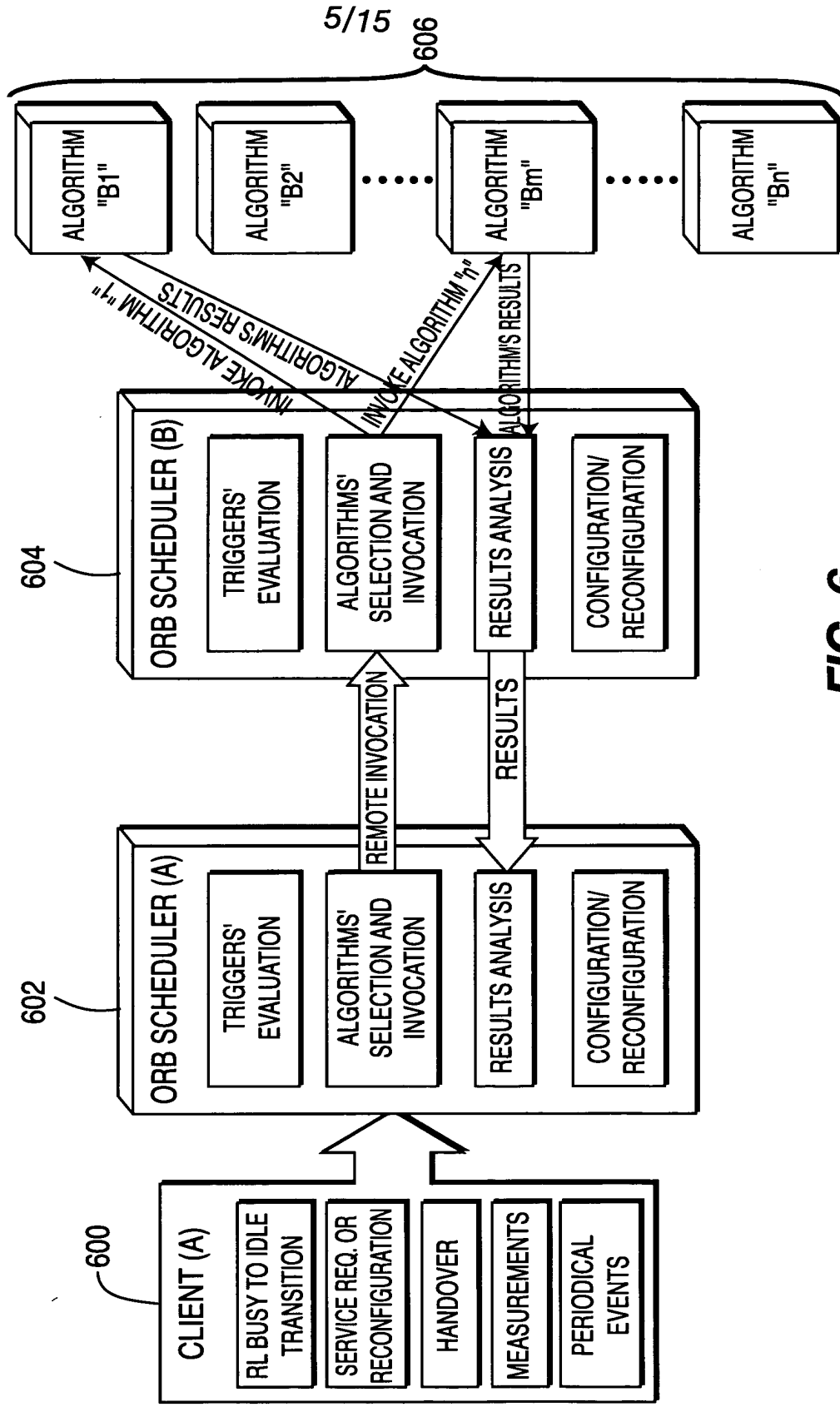
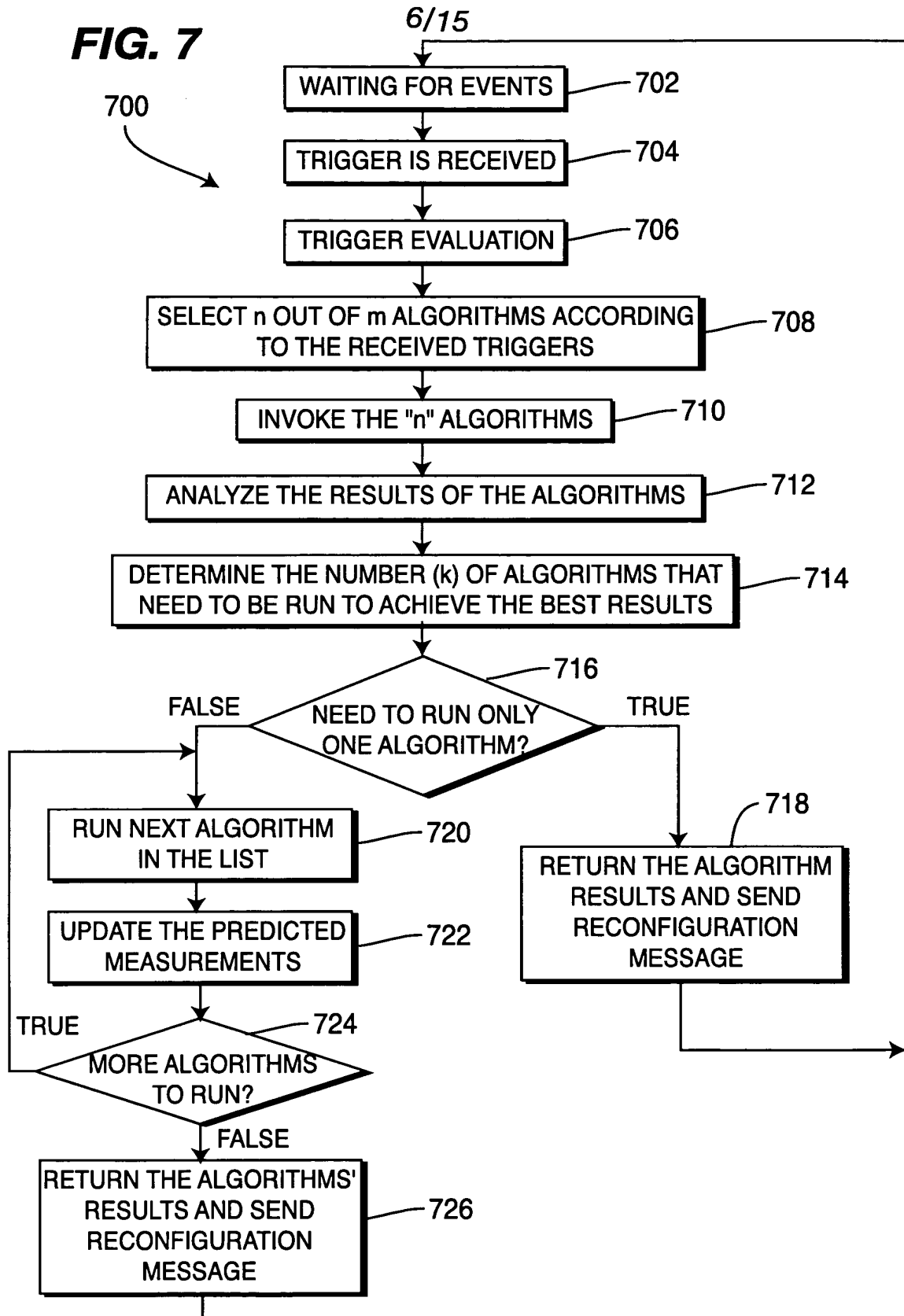


FIG. 6

FIG. 7



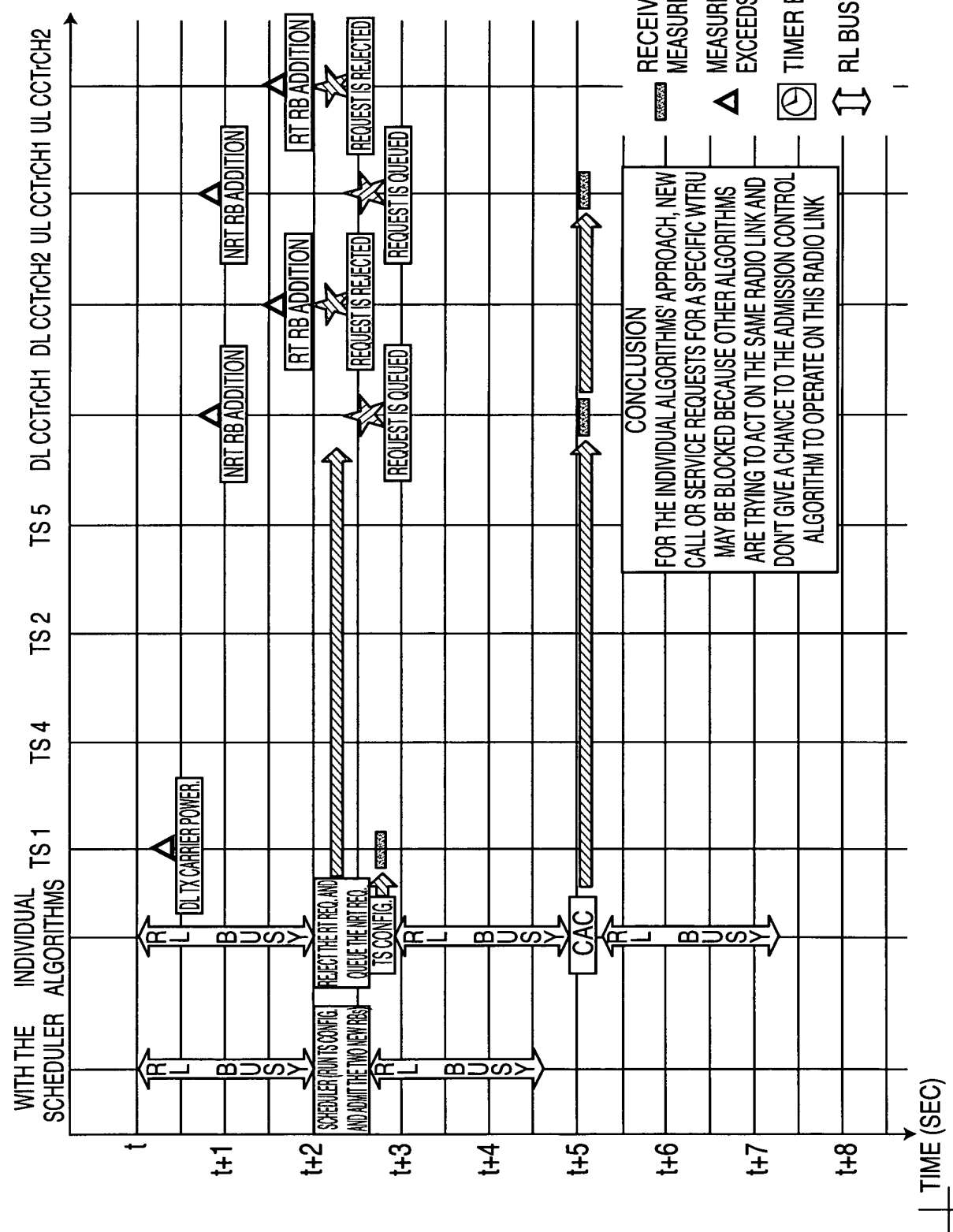


FIG. 9



FIG. 10

FIG. 10A



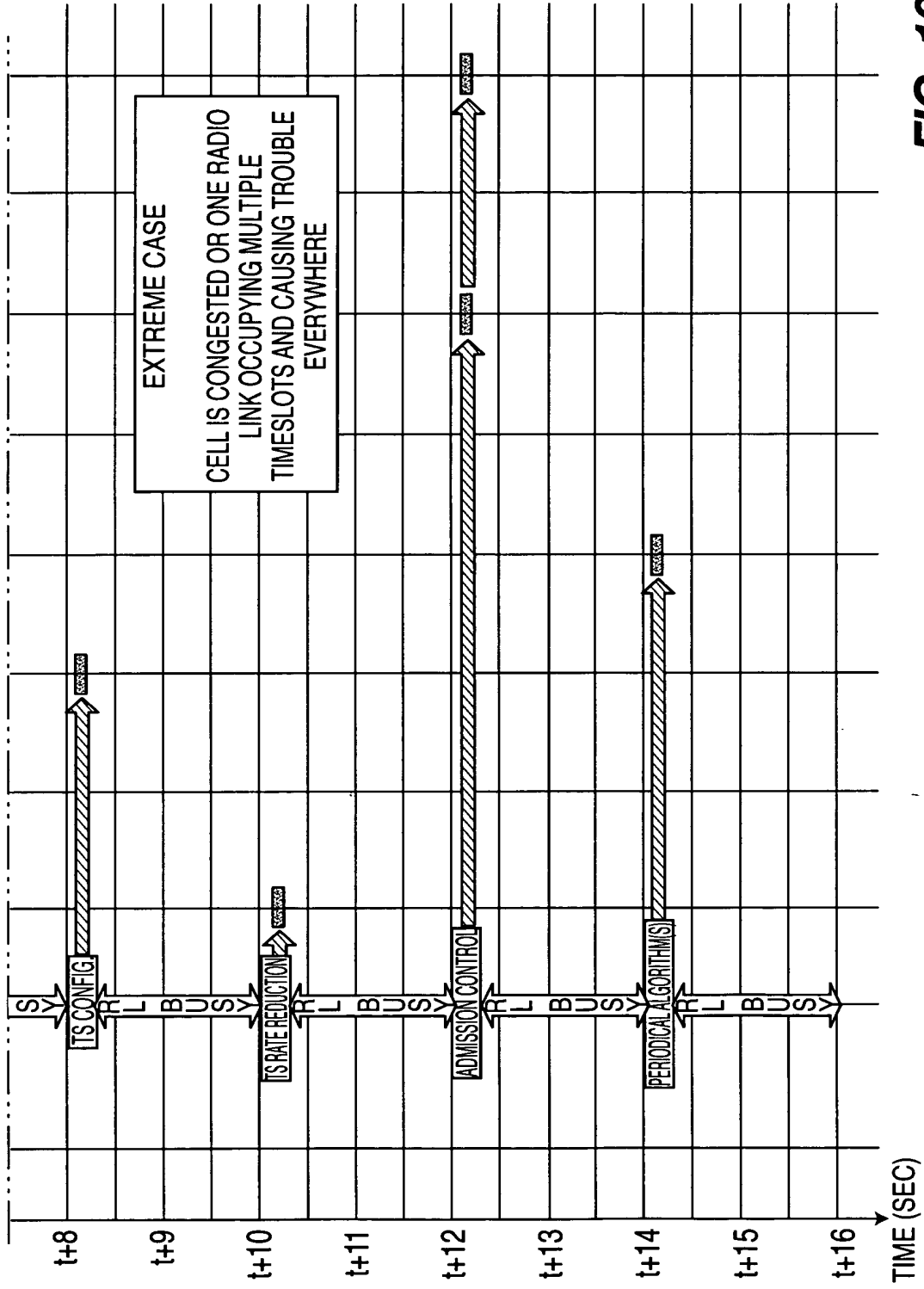
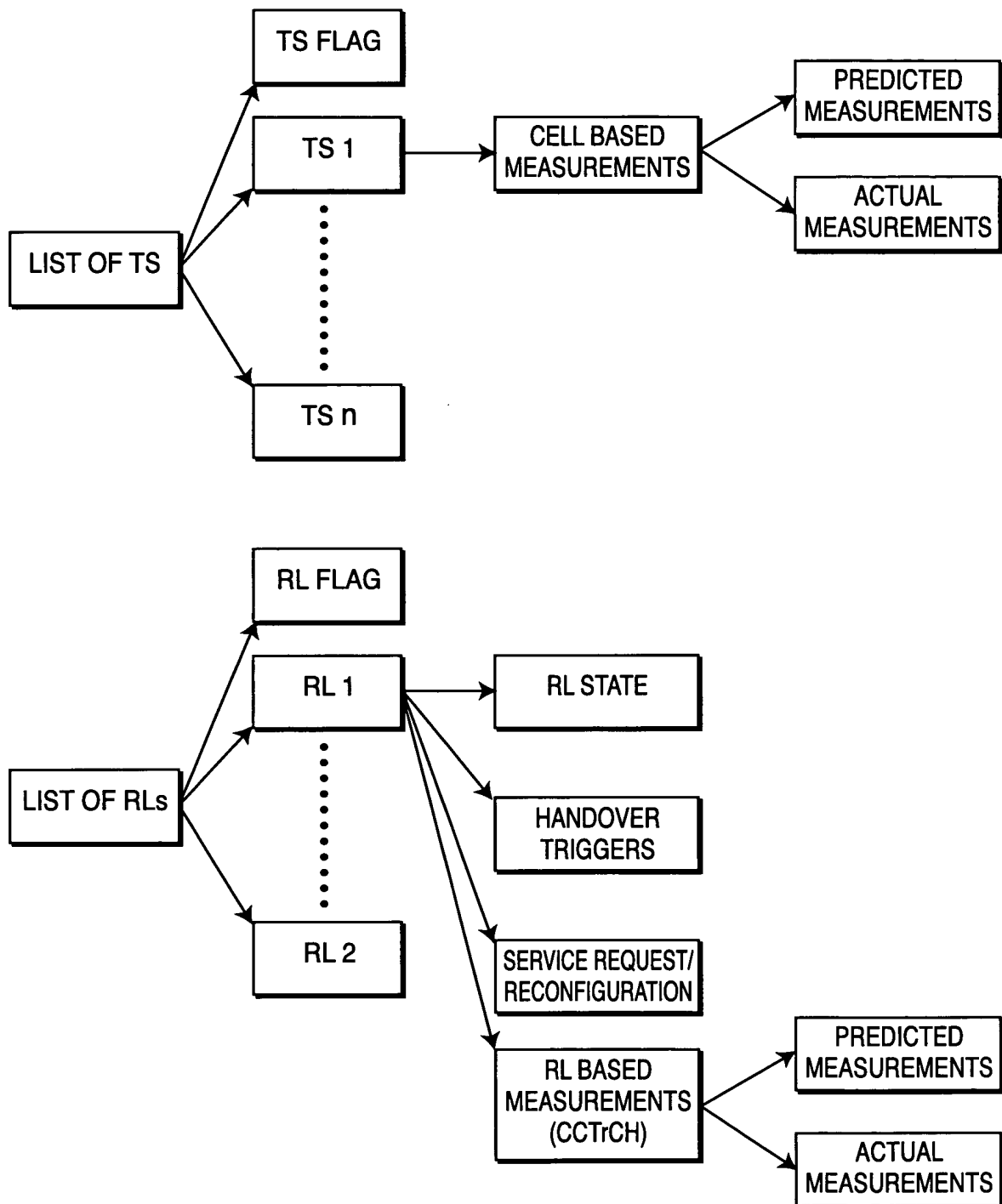


FIG. 10B

**FIG. 12**

11/15

1300

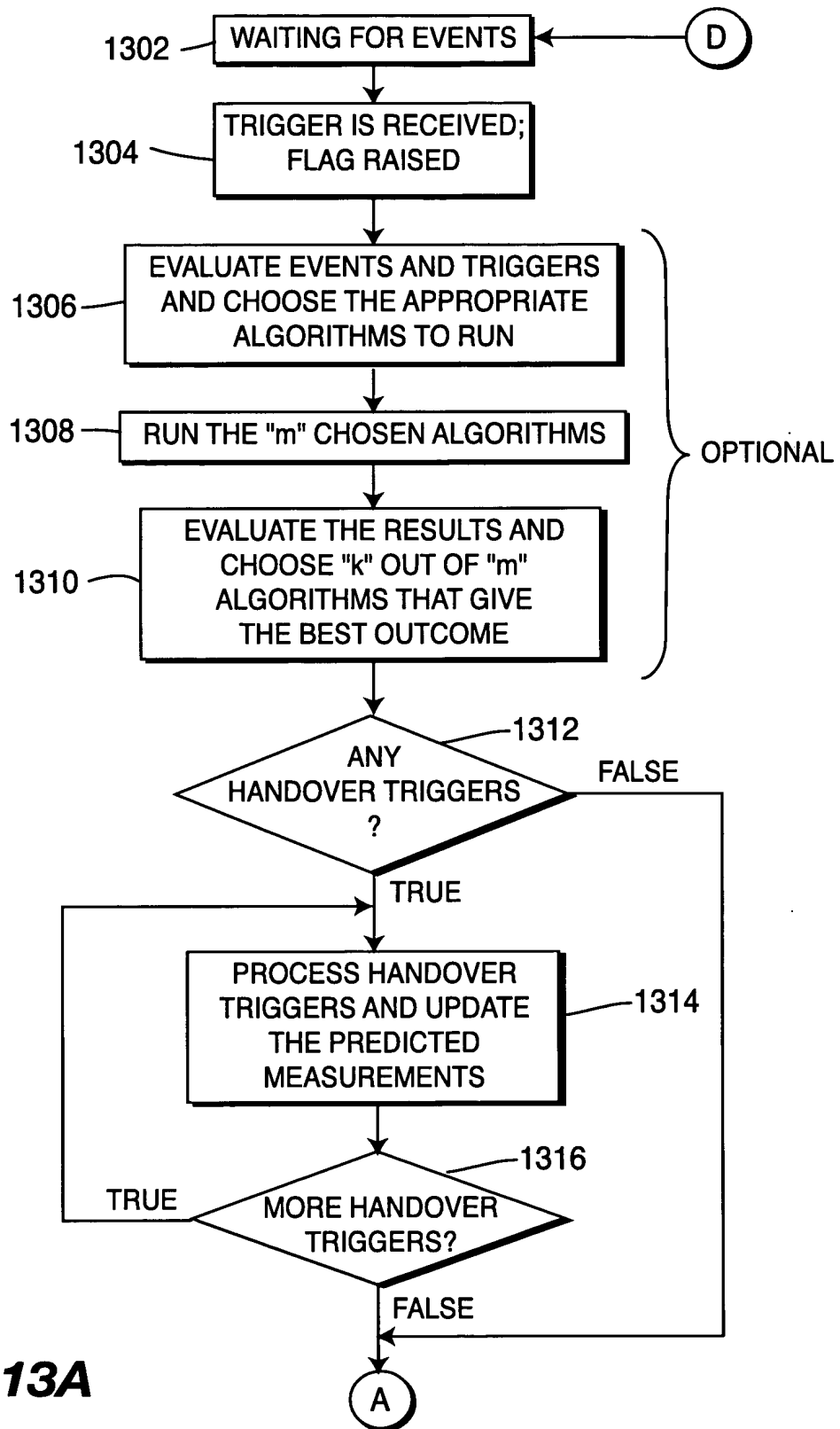


FIG. 13A

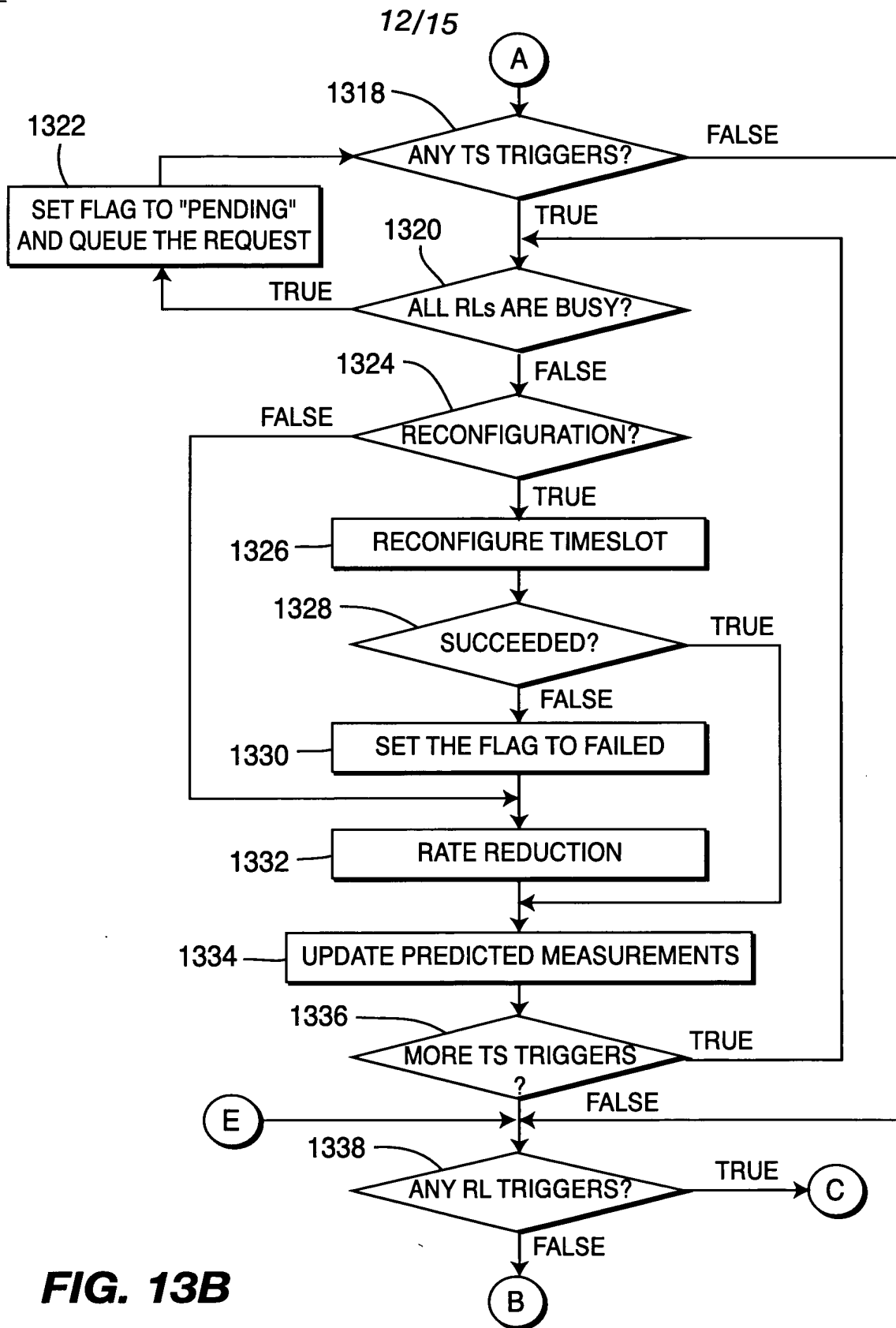
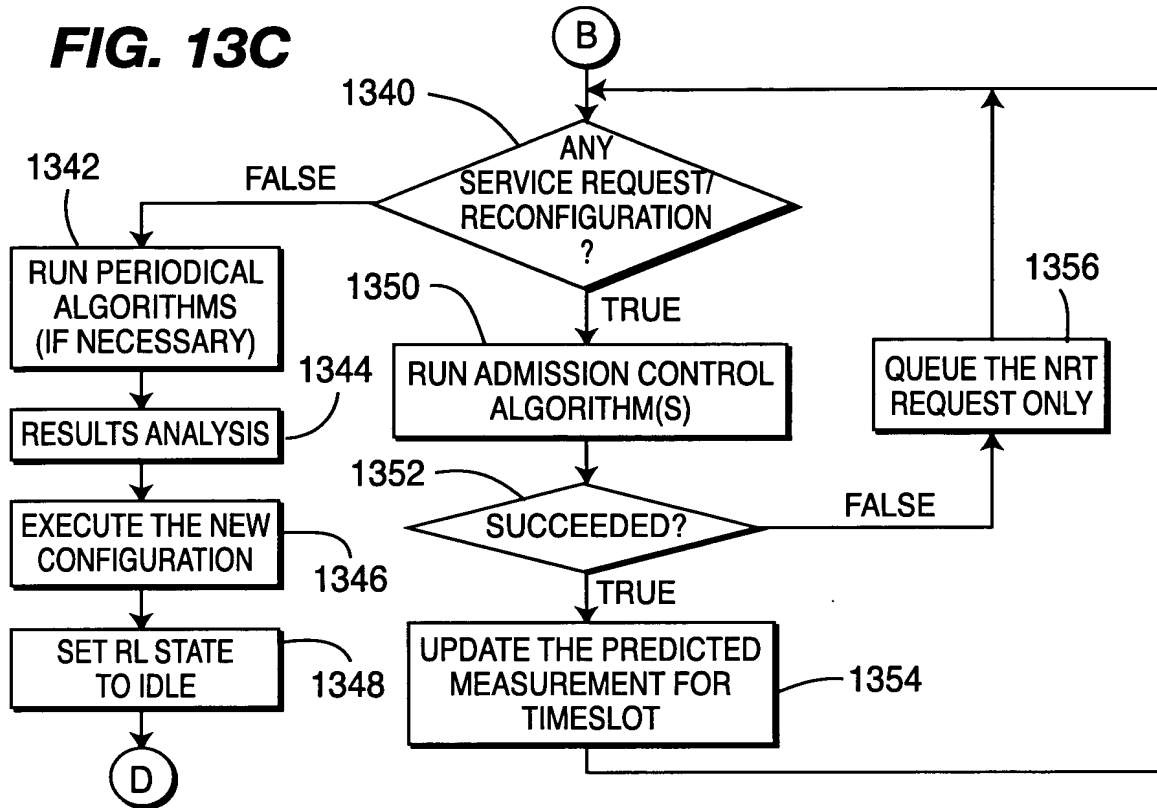
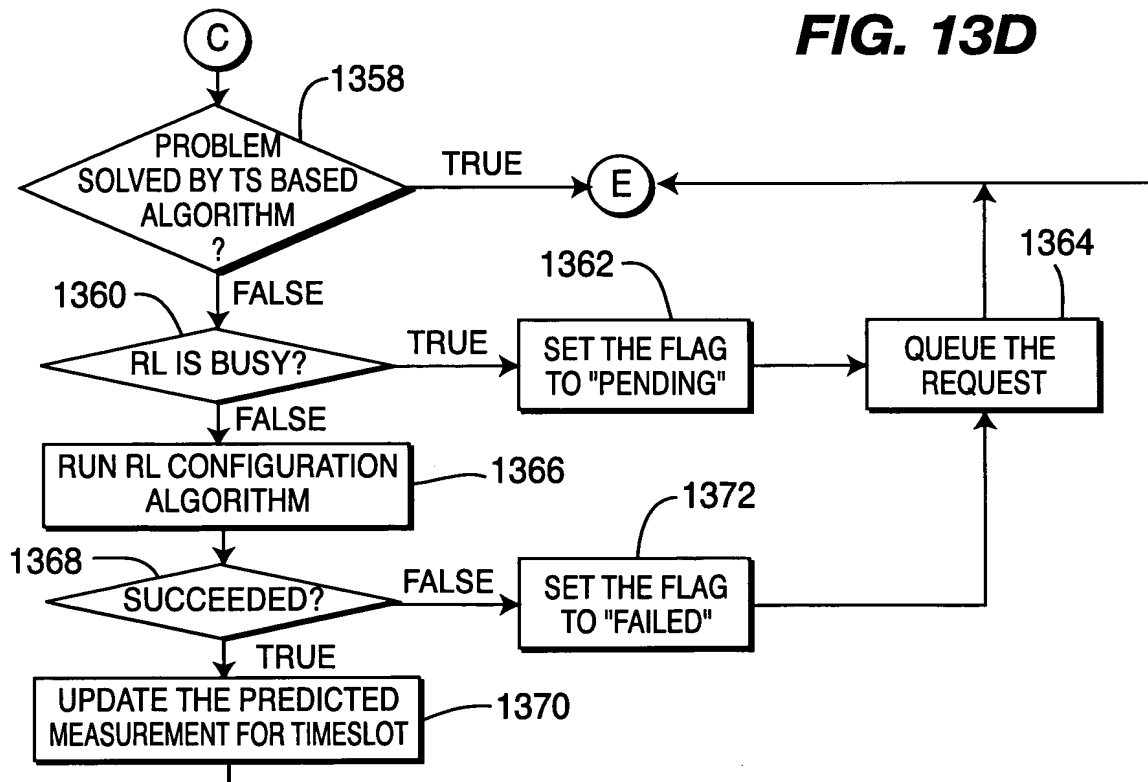


FIG. 13B



FIG. 13C**FIG. 13D**

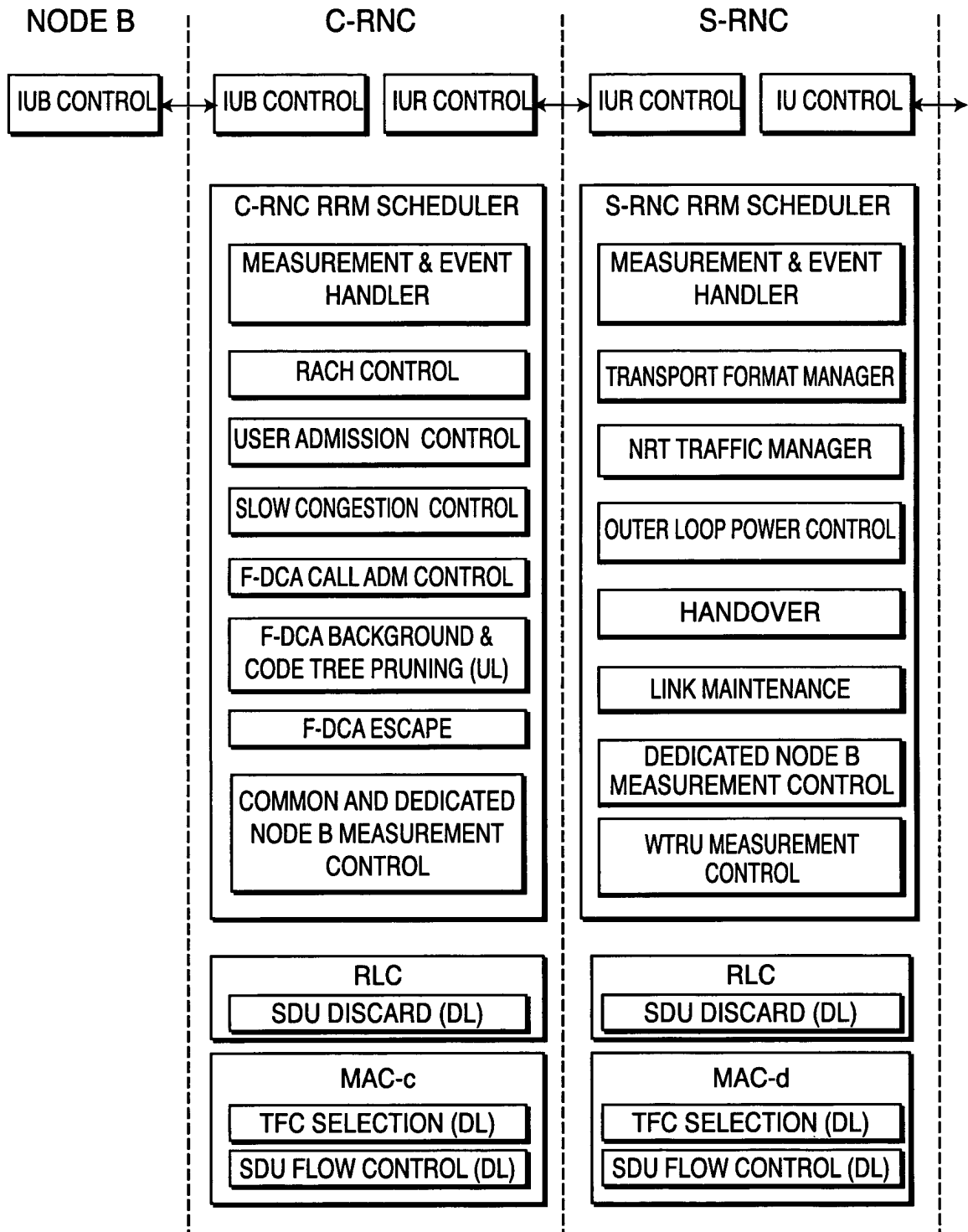


FIG. 14

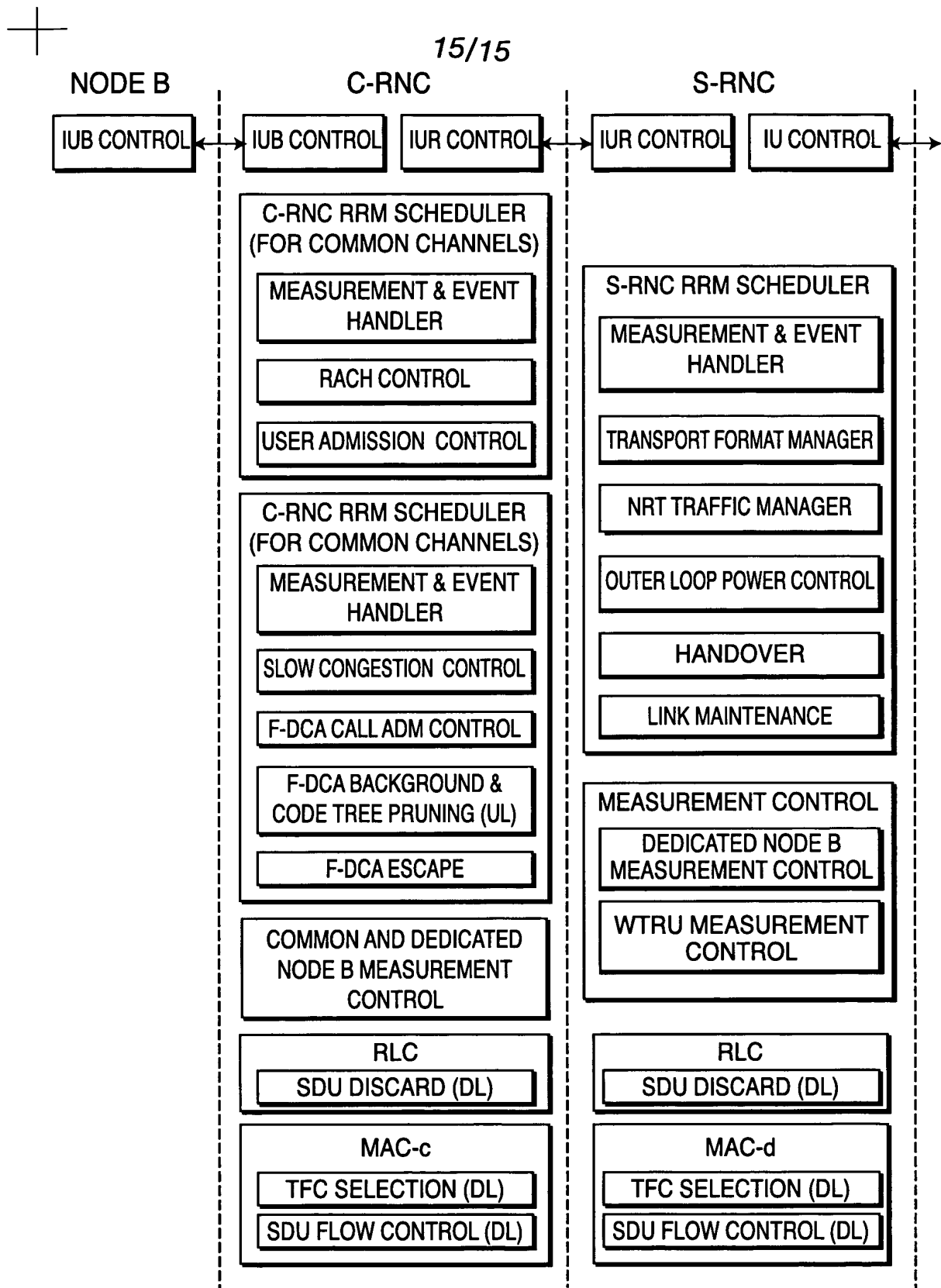


FIG. 15